

Rock Raiders Multi-Frame Shop Display

Animation Ideas:

Bi-directional (ie can be viewed either forwards or backwards)

1. Mini figure teleports into the scene , has a look arround and then beams out again.
This should work very well either forwards or backwards.
2. Minifigure in the background moving rocks.
This will work well as long as the minifigure animation is fairly simple.If it is too complicated it
look unnatural when it is viewed backwards.
3. Minifigure in the background digging with his pick-axe.
Again compromises will have to be made by simplifying the swinging animation , as the more realistic the animation ,the more unnatural the timing will seem when played backwards.
4. Minifigure putting the binoculars/scope to her eyes ,having a look arround then dropping them back down.
This animation is by its nature very symetrical and will look almost identical forwards and backwards.
5. Minifigure drilling with hand drill.
6. Minifigure hammering on a rock or a vehicle.
7. Minifigure on a hoverboard performing a vertical landing followed by a similar take off.
This animation will work well either way with few compromises made to the timing of it and should look very natural.
8. Rock monster in the background peering up over some rocks, leering menacingly and then ducking back down behind the rocks.
Again a very symetrical animation that should look good forwards and backwards.
9. The rock raiders logo could spin arround.
10. Slimy slug could pop his head up in the foreground then duck back down again.
This would work in a similar fashion to No 8

Uni-Directional(ie can be viewed only forwards)

1. The rock monster explodes out of the wall behind the minifigures and rushes towards the camera as the minifigures panic and scatter.
2. The mini figures are chased accross the screen by a red hot lava flow.
3. Vehicles drive by in the background and hoverboards buzz past

4. A minifigure chases the slimy slug accross the screen in the background.
5. A minifigure blows a large hole in the wall in the background using the dynamite (complete with smoke and debris).

Finally one idea to try would be to track the camera accross the scene mimiking the point of view of a person walking past the poster. This would be a very effective way of giving the scene alot of depth. It would make the scene appear in 3d to somebody walking close by as each eye would see a different image. This also has the advantage that it would work whichever direction they were walking past.